N64 NETPLAY

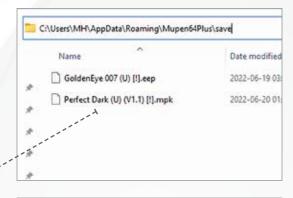
Quick Start Guide

Getting Started

TNSTALLATION

Download the latest version of m64pre from here.

Next, download the 100% save files ZIP. Open up your AppData\Roaming folder (e.g. press # + R, type %APPDATA% and hit Enter). In this folder, create a folder called Mupen64Plus, with another folder called save inside. Extract the ZIP file contents into the save folder. You should now have something that looks like in the topmost image.





Joining a Room

PLAYERS 2, 3, and 4

To join a game, you must use a ROM file that is identical to that of Player 1. This is indicated by *Game MD5* in the room browser. See *Managing ROMs* for more information.

In-progress joins are not possible.

Game Name Game MD5 Passwo denEye 007 (U) [!] 70C525880240C1E838B8B1BE35666C3B Yes Format: BigEndian File: GoldenEye 007 (USA).z64 Size: 12582912 CRC32: b6330846 MD5: 70c525880240c1e838b8b1be35666c3b SHA-1: abe01e4aeb033b6c0836819f549c791b26cfde83 Serial: NGFE

Mapping Controls

CONTROLLER PROFILES

Under Controller Configuration you can set up new profiles ___ (Manage Profiles) and assign them to controller 1 - 4. For netplay, your Controller 1 applies to you.

New Profile (Keyboard) New Profile (Gamepad) Edit Profile Delete Profile Note: If you change the Config Path, you need to close and re-oper Config Dir Path \$CONFIG_PATH\$ Input Plugin mupen64plus-input-qt.dll mupen64plus-input-raphnetraw.dll

Creating a Room

PLAYER 1

When creating a room, ensure you are using a ROM file that everyone else has. See *Managing ROMs* for more information.

The game is "hosted" on the server, so select one that provides acceptable latency for all players.

Managing ROMs

DUMPS AND VERIFICATION

Two dumps of the same version of the same game may produce different files still. To identify a ROM file, calculate its MD5 checksum using a tool such as thistone.

If you are creating a room, you may want to match the checksum against the No-Intro database to ensure that your ROM dump is "good". To learn more about dumping your own cartridge, see this guide.

N64 Controller

THE RAPHNET USB ADAPTER

To use a real N64 controller (first- or third party) via the <u>Raphnet USB Adapter</u>, you should select the <u>mupen64-input-raphnetraw plugin</u> in <u>Plugin and Path Selection</u>.